

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or fast patterns that may encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow those safety precautions at all times when using the Sega Dreamcast:

- Sit a minimum of 5.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

SD pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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INTRODUCTION

Stendahl and The Oracle were obviously in deep conversation, for they failed to notice my presence for some time. Their whispered tones were filled with words darker than their brows were furrowed. Hurriedly, they passed words that seemed of great importance. Suddenly having noticed my presence, The Oracle cleared her throat and glanced in my direction. The Oracle walked off and disappeared around the corner as Stendahl came over to speak with me.

"Never mind all that," he said with characteristic resolve, "I have to show you something now. I must prepare you." I abruptly found myself being dragged along behind the old man as he marched determinedly through the labyrinthine corridors under the castle. I trusted that Stendahl's insistent purpose would be explained to me in due course.

Called upon whenever some special undertaking needed to be accomplished for the good of the nation, despite my relatively young age, I had already shown myself capable of carrying the tasks to completion.

I am the fifth born child of a king who was a fifth child himself. A tradition from ancient times bestowed the title "Dragonsbane" to me through this accident of birth, in honor of Klindon, the legendary fighter who slew a great dragon single-handedly.

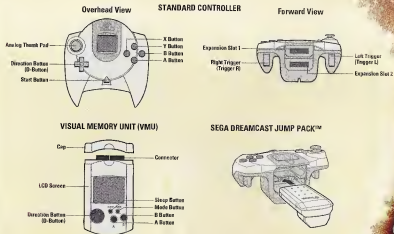
Having reached his study and laboratory, Stendahl bustled about gathering the essential items and reagents necessary for the magical travel he used to transport me across the land several times in the past. I waited patiently as he finished up his preparations. As per usual, an explanation would surely be forthcoming, for clearly, I was about to undertake another journey in service to the kingdom...

GAME CONTROLS

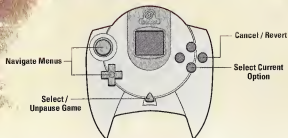
IMPORTANT: Never touch the Analog Thumb Pad or A/B triggers while turning the Sega Dreamcast power ON. Failure to observe this warning will result in improper position adjustments and will cause the console to malfunction.

Draconus: Cull of the Wyrm is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller into the "A" controller port in the front of the Sega Dreamcast.

INFORMATION: To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. Executing this soft-reset from the title screen or the demo will exit the software and cause Sega Dreamcast main menu to be displayed.



MENU CONTROLS

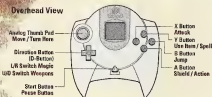


- Analog Thumb Pad or Digital Button** – Move through menus and highlight choices.
A Button – Select current option.
B Button – Cancel current selection or move back a menu.
Start Button – Select current option.

IN GAME CONTROLS

[Default Settings]

Overhead View



Forward View



Analog Thumb Pad– The Analog Thumb Pad will move your hero about the world; forward and backward, turning right and left.

L/R Triggers (separately) – The triggers allow you to "strafe" left and right, giving you added control of your hero. Tap them twice in a row and you will do a roll in that direction.

L/R Triggers (simultaneously) – Holding both triggers in at the same time activates User Mode.

A Button – Shield / Action (Open doors or activate objects when facing them.)

B Button – Jump or Flip (if already in air).

X Button – Attack

When used in conjunction with the Analog Thumb Pad pressed:

Up – Thrust (Quick, Light Attack)

Left – Normal Swing (Normal Attack)

Right – Backhand Swing (Normal Attack)

Down – Bash (Overhead Chop that is a Slower, Powerful Attack)

Y Button – Cast Spell or Use Item.

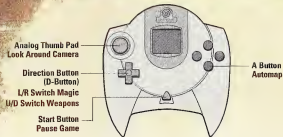
Directional Button Left & Right – Switch active spells / items.

Directional Button Up & Down – Switch weapons.

Start Button – Go to Pause Menu, or if Paused, return to game play.

Note: When fighting, if you do 3 specific swings in a row, you will perform a combo move on your enemy. Learning all of the combo moves is very important to successful fighting in Draconus. See the section titled Combos on pages 14-15 for more information.

USER MODE CONTROLS



With both triggers held, user mode is activated. The camera changes and your hero will sheathe the weapon to let you know when this happens. The controls change from the normal in game controls while in this mode.

Analog Thumb Pad – Look around camera. Allows you to examine your surroundings to take a better look at the world.

Directional Button Left & Right – Switch active spells / items.

Directional Button Up & Down – Switch weapons (if applicable).

A Button – Bring up the Map of the Level to view your hero's position or currently available objectives.

MAIN MENU



Use the Analog Thumb Pad or Digital Button to choose an option from this menu, and then press the A button or START button to select the highlighted option.

New Game – Start a new game. Select a character and begin your quest.

Load Game – Choose one of your saved games and resume your quest.

Options – Choose between different audio and controller options.



STARTING A NEW GAME

PLAYING DRACONUS: CULT OF THE WYRM FOR THE FIRST TIME

1. Press the Start Button at the Main Menu when NEW GAME is highlighted.
2. Choose your character: Select your character by pressing left or right with the Analog Thumb Pad. To choose either Cyrric or Aeowyn, press the A button.

LOADING A GAME

1. Press the Analog Thumb Pad down to highlight LOAD GAME, and press the Start button.
2. Choose a saved game, and press the A button to select it.

There are two different types of saving in Draconus, one is a VMU save that can be done after completing a level, and the other is a "Location" save that doesn't get saved to the VMU, but can be done anywhere in a level.

SAVING A GAME

1. VMU Save: After completing a level and finishing with the character advancement screen, you will be brought to the save game screen. Here you can use the Analog Thumb Pad or Directional Button to select a VMU to save to, and then press the A button to select it. Then use the Analog Thumb Pad or Directional Button to select an empty slot, and then press the A button to select it. After choosing a slot to save to, the game will save to the VMU.

2. Location Save: At any time, anywhere within a level, you can perform a location save. This is not saved on the VMU, but doing this will store your exact location and character information to the Sega Dreamcast's free memory, which gets lost when exiting the level. To perform a location save, follow these steps. First, you need to press the START button to pause the game, and bring up the in-game menu system. On this menu, use the Analog Thumb Pad or Directional Button to choose SET MARK, and press the A button to select it. Press the A button again on the next menu to confirm you want to save your location. Remember, once you have exited the level by completion or by quitting, your location save is lost because it is not stored on the VMU. Also, please remember that this save is also lost when power is turned off, and after the location save is lost, you can only restore VMU Save games.

IMPORTANT: Never turn off Sega Dreamcast or connect/disconnect VMU's, expansion units, controllers, or other peripherals while saving or loading a game.

OPTIONS

Controller – Choose between configuration 1, 2 or 3.

Audio – Choose between MONO and STEREO.

VMU Audio – Choose between ON and OFF.

Difficulty – Choose between Easy, Medium and Hard.

Cinematics – Choose to have text on or off during the in-game cinematics by selecting either With Text or Without Text.

Jump Pack – Choose Pack on or Pack off.

Initial Settings – Press A while this option is highlighted to resume the default settings.

PLAYING THE GAME

Briefing: Before you start each level in Draconus: Cult of the Wyrn, the background story of the area will be told to you. Included in this story will often be hints and tips needed in order to complete the level. Listen closely.

The levels: After the briefing is over, you will be transported to an area of the level and given free reign to explore all of the areas of the level. Along your journey, you will encounter many different enemies and even some allies who will give you information necessary for you to complete your tasks.

On screen status menus: At the bottom of the screen, you will see some important information that will help you on your quest as well. Any objects that you carry, along with your remaining health, will be displayed at the bottom of the games screen. You will also be able to tell how many blessing wisps you have found by checking the blessing wisp counter icon that is displayed under the on screen compass.

You may press the Start Button at any time to pause the game. From here, you are able to check your map of the level (more on that later), location save, access the options or quit the game and return to the main menu.

If you come across an enemy and are able to defeat him, sometimes you will be rewarded with a "health" power-up. Taking this power-up will add points to your health. If you are really lucky, you will be rewarded with a key or special item. These items are very rare so be sure to take advantage of them whenever you come across one.

Blessing Wisps are your key to character advancement. An experienced hero knows that these are the key to success. For every 5 blessing wisps that you find, you can upgrade your character in 1 way on the character advancement screen after finishing the level. Make sure you fully explore each and every level so that you can find all of the blessing wisps available. Blessing wisps are randomly placed throughout the levels. Don't forget to try everything, some of the blessing wisps are very tough to find, and some even require certain actions to be done for them to appear.

Items: Some enemies carry certain objects that are key to finishing a level. These enemies will need to be defeated in order to possess the valuable object they have. Be careful though, these enemies do not want to give up their treasure, so be ready for a good fight!

After completing each level you will be able to increase your hero's skills in one of seven categories based on how many blessing wisps you were able to acquire. The categories are: Rank, Offense, Defense, Air Magic, Earth Magic, Fire Magic, or Water Magic.

HEROS

Cynric – The Warrior is equally deadly with sword, axe, or mace; and a decent student of magic to boot.



Aeowyn – The Sorceress is naturally gifted in spellcraft, but capable of defending herself with steel as well.

CHARACTER ADVANCEMENT SCREEN



The character advancement screen allows you to build your characters attributes. Attributes are gained by using the Wisps that are obtained within the game. You are rewarded with five Wisps at the end of the each level.

For every 5 blessing wisps that you have collected in the past level, you will be able to select 1 advancement. The amount of blessing wisps that you have is shown in the bottom left hand side of the screen.

Use the Analog Thumb Pad or Directional Button to select which area of advancement you would like to give to your character. Press the A button to see a description of the next advancement in the selected category, and press the A button again to select it or press the B button to choose from a different category. After choosing your advancement, you will be brought to the VMU save screen.

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Do you

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Place
First Class
Stamp Here

CRAVE ENTERTAINMENT, INC.
Attn: Customer Service Dept.
19645 Rancho Way
Rancho Dominguez, CA 90220

ADVANCEMENTS

The charts below show all of the advancements for both heroes:

CYNRIC	1	2	3	4	5
RANK	Fighter	Warrior	Knight	Champion	Conqueror
OFFENSE	Enchanted Sword	Morphblade	Sweep Attacks	Flaming Weapon	Berserk
DEFENSE	Breastplate	Helm	Shield	Fall Suit	-----
AIR MAGIC	None	Shield	Armor	Lightning	Chain Lightning
EARTH MAGIC	None	Healing	Shrapnel	Improved Healing	Metalstorm
FIRE MAGIC	None	Energy Bolt	Fireball	Pillar of Fire	Ashes to Ashes
WATER MAGIC	None	Iceball	Freeze	Shards	Blizzard

AEOWYN	1	2	3	4	5
RANK	Adept	Mystic	Mage	Enchantress	Sorceress
OFFENSE	Longsword	Shillelagh	Flaming Weapon	Sweep Attacks	-----
DEFENSE	Robes	Necklace	Bracers	Healing Wisp	-----
AIR MAGIC	Shield	Armor	Lightning	Chain Lightning	Tornado
EARTH MAGIC	Healing	Shrapnel	Improved Healing	Metalstorm	Earthquake
FIRE MAGIC	Energy Bolt	Fireball	Pillar of Fire	Ashes to Ashes	Inferno
WATER MAGIC	Iceball	Freeze	Shards	Blizzard	Shockwave

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Your hero begins with access to all advancements in level 1. Both heroes begin their quest with those items that are grayed out (Fighter Rank with no spells for Cynric; Adept Rank with Longsword and Robes for Aeowyn). Additionally, Cynric starts off with the Broadsword and Basic Armor advancements (not shown on chart).

Each hero is allowed to choose better items depending upon their Rank. Heroes have access to the advancements equal to their current Rank or lower. Getting a higher Rank does not automatically give you all the advancements in that level, it only allows you to select them when you have the opportunity.

You can advance your hero's Rank AFTER the 1st, 6th, 12th, and 17th advancement. For example: Cynric starts the game as a Fighter with no spells. When he gains his first advancement, he must select either the Breastplate or the Enchanted Sword advancement. On his second advancement he could select the Breastplate or the Enchanted Sword (the one he did not select for his first advancement), or he could choose to become a Warrior. After becoming a Warrior, Cynric would have access to all 2nd level advancements, but he still could not choose Helm or Morphblade unless he had already obtained the level 1 advancement in that category.

COMBOS

The key to successful fighting in Draconus, is a mastery of the combos. Just pounding on the buttons will get you far, but you'll really start to kick some monster tail if you can master all of these.

A combo is done by performing 3 specific moves in succession. For example, if you swing to the left, swing to the right, and then swing to the left again, your character will perform a combo move as a 4th swing.

AEOWYN SWORD COMBOS

NAME OF MOVE	ORDER OF SWINGS
Airborne Two Handed Bash	Right • Bash • Bash
Back Slice	Left • Bash • Bash
Flipping Thrasher	Thrust • Right • Bash
Spinning Thrasher	Thrust • Left • Bash
Left Large Slash	Thrust • Left • Left
Right Large Slash	Thrust • Left • Right
Power Thrust	Thrust • Left • Thrust
Power Bash	Bash • Bash • Bash
Right Spinning Slice	Thrust • Bash • Bash

CYNRIC SWORD COMBOS

NAME OF MOVE	ORDER OF SWINGS
Airborne Two Handed Bash	Right • Bash • Bash
Flipping Thrasher	Left • Bash • Bash
Double Power Slash	Thrust • Right • Bash
Big Bash	Thrust • Left • Bash
Left Large Slash	Thrust • Left • Left
Right Large Slash	Thrust • Left • Right
Power Thrust	Thrust • Left • Thrust
Power Bash	Bash • Bash • Bash

MACE COMBOS FOR HEROS

NAME OF MOVE	ORDER OF SWINGS
Double Thumper	Thrust • Bash • Right
Skull Crusher	Left • Right • Bash
Overhead Power Crusher	Right • Left • Bash
Right Power Crush	Thrust • Right • Bash
Right Spinning Thumper	Bash • Left • Left
Left Power Crush	Thrust • Left • Left

AXE COMBOS FOR HEROS

NAME OF MOVE	ORDER OF SWINGS
Destroyer	Left • Right • Bash
Mega Slash	Right • Left • Bash
Double Mega Slash	Thrust • Right • Bash
Mega Back Slash	Thrust • Left • Bash
Widow Maker	Right • Bash • Bash
Right Mega Slash	Bash • Left • Right

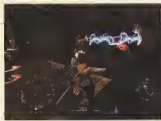
AUTOMAP

This option is selected by going into "user mode" by holding both L and R Triggers, and pressing the "A button." Pressing Start and selecting Map from the menu can also access this.

The Automap will show a map of the level you are currently playing with key "hot spots" clearly marked on the map. These "hot spots" are locations that you will need to travel to in order to complete the level. You can also use the N, S, E, W directions in conjunction with the compass on the main screen to help you find these locations.



GAME LEVELS



DARKWOOD FOREST

Before the Backlash that destroyed the Old Empire, the Darkwood Forest was a tenth the size that it is today. It is the ancestral home of the elvish race, and they still call the ancient part of the forest home to this day. Even the elves, however, are wary of venturing into the new regions of Darkwood. Many goblins, krujen, and other nether humanoids have made the forest ruins their homes, and it is quite dangerous to stray from the small areas that the elves keep well-patrolled. However, given the sheer area that the forest has encroached into over the years, there must be many ruined sites from the Old Empire worth exploring for a brave adventurer.



CIMMERIAN SWAMP

The glorious center of the once-mighty civilization has been reduced to what we now know as the Cimmerian Swamp. When the Backlash struck, entire cities were engulfed into the huge bubbling marsh that was once solid ground. Where there used to be bustling cities, centers of learning and trade, there is now only a boggy wasteland. This dismal swamp is home to nasty creatures such as trolls, basilisks, and the insectoids who have burrowed their lairs into the land underneath the marshy surface. This used to be the heart of the Old Empire, so there are surely wonders left buried and waiting for anyone courageous enough to retrieve them.



SISYPHEAN MOUNTAINS

Just to the north of civilized territory, shielding us from the barbarian hordes that inhabit the steppes and tundra country, is a huge mountain chain known as the Sisyphian Mountains. It is known to be home to a large number of Dwarven clans, as well as tribes of advanced lizardmen. Mining tunnels and subterranean complexes are riddled throughout, and a variety of humanoids live deep beneath the snowy peaks. Because of the daunting physical scale of this range, however, the territory is mostly uncharted. Be prepared for anything when venturing into this region.

ALLIES & ENEMIES

The different areas of the game are home to many enemies that you will encounter. Each of them has different abilities and fighting tactics so it might take some time to learn how it is best to defeat them.

ELF

Elves strongly resemble humans, with a tendency to be slimmer and fairer in complexion. While considered to be quite beautiful to most humans, they have a vague alien quality that some consider to be a bit disturbing. All of their mannerisms are a bit "off" as viewed through human eyes, so they cannot be easily mistaken for human. Elven society and human society are on quite friendly terms with each other, although there is a preference to stay separate for the most part. The two cultures are just too alien from one another to intermix well, but trade and diplomatic relations are very friendly.



KRUGEN

Krugen are quite a bit smaller than humans, especially with their hunched posture. They have a humanoid body and a head that is vaguely dog-like, with a long snout. Krugen live in highly organized tribal bands, with a strict hierarchy of leadership. A tribe is primarily a fighting unit, with all members of the tribe active soldiers. Krugen survive through a combination of raiding and extorting tribute from their more productive neighbors. They are scavengers and pack-rats by nature, and so a given Krugen tribe will sport an eclectic array of weapons and armor. As a rule, the leaders claim the better fighting gear, while the grunts have to make do with hand-me-downs or makeshift equipment.



TROLL

While trolls are only slightly taller than humans, they are significantly more massive than humans, due to their large build. Trolls have a very primitive culture based on hunting for food and fighting for sport. Trolls love to fight, particularly since it is an opportunity to demonstrate their might. Trolls are straight-ahead fighters, preferring to slug it out rather than engage in any sort of tactical sparring. Their armor and ability with a shield make them very good defensive fighters, especially combined with their natural toughness. Some also have the ability to execute a rolling attack, which uses their mass and spiked armored shell as a weapon.



GOBLIN

Slightly smaller than humans, goblins are nasty, dirty creatures. The goblin race resembles a primate's, with two curling tusks sticking out of its cruel mouth. Mostly, goblins exist as small aimless bands of raiders and scavengers. Each band of goblins will usually have a "shaman" or medicine man, reputed to be able to cast magics. Weaponry is chiefly crude implements, but leaders will often have better weapons captured from slain enemies. Axes, clubs, and spears are common. Armor is extremely rare, being limited to scraps of armor scavenged from battle.

MINOTAUR

Minotaurs are an odd combination of man and bull. The body of a minotaur resembles that of a very muscular man, except for the dark black hide covering him from head to foot. The head is unmistakably bull-like, even to the inclusion of wickedly pointed horns on top. Minotaurs are wholly unnatural creatures: an odd combination of man and bull invented before the collapse of the Old Empire. They tend to roam the land in small bands, pillaging and raiding wherever they go. They will occasionally throw in with some other race of creature, but their unstable dispositions tend to make cooperation with others uneasy at best.

SKELETON

Skeletons are the animated remains of the dead. The Backlash that destroyed the Old Empire left behind a number of these walking undead, magically kept alive all these long years. Many of the skeletons are twisted horrors, attacking anything living that comes near them. Still others are kept alive by the sheer evil of their living selves, and continue their schemes even after death. A few skeletons are seemingly oblivious to their passing, and continue to live out a shadow of their former lives. Usually, these skeletons have some overwhelming purpose that they feel they must accomplish before leaving the land of the living.

GIANT

The Giant resembles a huge, grotesque human. He wears very primitive clothing and occasionally uses scraps of makeshift armor. He is very much a loner, mostly due to his caustic nature, but also because of the amount of food that it takes to sustain him. On the other hand, he will often gather a group of subservient beings of lesser races to serve him. He can keep an entire clan of goblins under his control, for example. His strategy in combat is simple: try to pound the opponent to mush. His reach is greater than the hero's, and he does tremendous damage with every blow.

INSECTOIDS

Utterly loyal minions of the Queen, the insectoids have no individual purpose and mindless obedience to the role that their Queen assigns to them. Insectoids are divided into Workers and Warriors. The Workers are bred for strength and ability to perform routine tasks for long periods of time with little sustenance. The Warriors are created for battle, in order to defend the lair and to drive enemies away from desirable areas. Warriors have long bladed arms, while Workers have arms more suitable to digging or carrying. The entire body is covered with a hard carapace, providing them with significant protection in combat.

BASILISK

These large six-legged lizards, although seemingly dim-witted and slow, are actually a quite formidable opponent. A basilisk's most dangerous weapon is a magical eye-beam attack that will paralyze its victim long enough for it to get in a good chomp or two. A careful warrior will look for the glowing around the basilisk's eyes that precedes the beams. Basilisks can also use a nasty tail attack that delivers a serious blow. They usually telegraph this attack, though, by grunting and winding up a little before they swipe.

INSECT QUEEN

The Queen is the undisputed leader of her hive, maintaining a crude telepathic link to each individual. The goal of the Queen is simply survival of her brood, expanding her territory as the population of the hive grows. She will direct her subordinates to collect anything of possible use to the tribe, whether as food or construction material. The Queen is an insectoid horror, armed with two razor-sharp attacking blades and a gaping maw. She stands upright on two legs, and is able to run and leap with surprising speed and agility for a creature so large as herself. Her carapace provides superior protection against enemy blows.

LIZARDMEN

Lizardmen are intelligent bipedal humanoids, with a variety of cultures, from primitive raiders to advanced communities. Lizardmen are generally organized into clans, each with its own council of elders. Lizardmen prize intellectual advancement, and are quite exceptional in the realms of magic and science. Nearly all lizardmen share a common religion that centers around Ssa, the Sun God, creator of the universe and life, and Father of the Gods. Xcalith-Da'ai has used his knowledge of the lizardman religion to his advantage, and is posing as an avatar from Ssa, brought to earth to bring the lizardmen to greater glory.

DWARF

Although they tend toward the small side, dwarves are nonetheless quite strong, a combination which makes them ideally suited to mining life. Dwarves are pale-skinned and white-eyed, a consequence of generations of underground life, burrowing treasures out of the subterranean world. An individual dwarf is destined for a particular slot in dwarven society right from birth. The dwarven mindset does not allow for any questioning of this arrangement. It is literally unthinkable to live any other way. As well, greater issues of philosophy and morality play no part in dwarven decision-making. The tribe simply acts in the greatest interest of the tribe as a whole. To the outside world, this makes dwarves seem entirely amoral and fanatical.

HELLHOUND

Hellhounds have been bred and raised by the Dark Dwarves to serve as watchdogs and combat support troops. Hellhounds are totally loyal to their masters, and will viciously attack anyone else who crosses their path. They are fast and agile, and will use their speed in combat to jockey for an opportunity to use their razor-sharp bite. Hellhounds get the name from their ability to breathe a small fan of flame from their mouths. This fire is fueled by a special type of coal which the dwarves add to the hounds' food. Watch for the intake of breath that precedes an eminent flame attack.

FIRE ELEMENTAL

Elementals are not native to our world. They exist only on planes of existence other than our own, and appear here only after being summoned by a powerful wizard. Each Element has its own realm of magic, but the most popular sort of Elemental to summon is from the realm of fire. The malformed, blackened horrors that are Fire Elementals are able to shoot flames at unwary victims, making them an effective terror attacker.

DRAGON KNIGHT

Dragon Knights are large creatures standing a full two heads taller than a typical human male and significantly broader as well. Bright red scaled skin stands out from their fully armored bodies. These perversions of humans, created by X'calith with powerful magicks, are driven by a natural draconian contempt for all other types of life. They have no real society of their own, only a slavish obedience to the wishes of X'calith. As such, they maintain perfect discipline and absolute fearlessness in battle.

DRAGON WARRIOR

Like Dragon Knights, Dragon Warriors are the magical creations of X'calith. But whereas Dragon Knights are altered humans, the Dragon Warriors are native to the Great Dragon's plane of existence. While X'calith was able to augment the warrior's natural combat abilities, they are not quite as strong as the Dragon Knights that X'calith has made out of captive humans. Do not underestimate the Warriors, however. They may lack the fire-breathing ability of the Knights, but they are still terribly fearsome opponents.

X'CALITH-DA'AR

X'calith is a dragon, come to our world from another plane of existence. X'calith is a fearsome version of the lesser Dragons that used to inhabit this world, long ago. With his huge wings and massive tail, the Great Dragon is over 20 feet tall and more than 40 feet long. In combat, X'calith can bite with his sharp fangs or sweep with his tail, but prefers to hover at a safe distance and breathe flame. His fiery breath can be used to either cover a large area close-by, or to shoot explosive balls of fire at a more distant target. He has an extremely tough scaly skin, which provides protection against all but the mightiest of blows.



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